	Type	Ref #	Hits	Search Text
49	BRS	S140	28	356/616.ccls. and predetermin\$ and error
50	BRS	S141	4	356/616.ccls. and (predetermin\$ same error)
51	BRS	S142	9	356/616.ccls. and eye

46	BRS	S137	32	356/615.ccls. and (simulation or model\$)
47	BRS	S138	128	356/616.ccls.
48	BRS	S139	51	356/616.ccls. and predetermin\$



refractive "Tatsuo Yajima"

Search

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### Scholar

Results 1 - 5 of 5 for refractive "Tatsuo Yajima". (0.05 seconds)

Tip: Try removing quotes from your search to get more results.

## Self-phase Modulation in Hybridly Mode-Locked CVV Dye Lasers

Y ISHIDA, K NAGANUMA, T YAJIMA - ieeexplore.ieee.org

... YUZO ISHIDA, KAZUNORI NAGANUMA, AND **TATSUO YAJIMA** ... mechanism, where the pulse width is much shorter than the relaxation time T,, of **refractive** index. ... Web Search

## <u>Ultrahigh-time-resolution coherent transient spectroscopy with incoherent light</u>

N Morita, T Yajima - Physical Review A, 1984 - link.aps.org

... REVIEW A NOVEMBER 1984 30 2525 NORIO MORITA AND TATSUO YAJIMA INCIDENT BEAMS ... ng), and so the material, ignoring the dispersion of the refractive in- modulated ... Cited by 121 - Web Search - adsabs.harvard.edu - csa.com - Library Search

## Study of ultra-fast relaxation processes by resonant Rayleigh-type optical mixing. I. Theory

T Yajima, H Souma - Physical Review A, 1978 - link.aps.org

... The other is the contribution from other 317 17 TATSUO YAJIMA AND UI) I \_E . ... where

X and n are the free-space wavelength and the refractive index, respectively ...

Cited by 44 - Web Search - link.aps.org - adsabs.harvard.edu - adsabs.harvard.edu

# Coherent propagation effect of incoherent light

N Morita, K Torizuka, T Yajima - TIME - josab.osa.org

... Norio Morita, Kenji Torizuka\*, and Tatsuo Yajima ... markable oscillation is caused by

the dispersion of the Na- vapor refractive index and not by the absorption. ...

Cited by 2 - Web Search - josabdev.osa.org - adsabs.harvard.edu - all 4 versions » - Library Search

### Ruby by Modulation of the Resonator Quality Factor

NG Basov, VS Zuev, PG Krjukov, M USSR, HBHTMTMH ... - ao.osa.org

... 1943), p. 37. High-Speed Photography Using a Ruby Optical Maser Tatsuo Yajima,

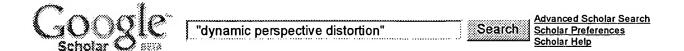
Fujio Shimizu, and Koichi Shimoda Department of Physics ...

Web Search

refractive "Tatsuo Yajima"

Search

Google Home - About Google - About Google Scholar



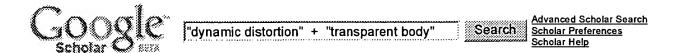
Tip: Try removing quotes from your search to get more results.

Your search - "dynamic perspective distortion" - did not match any articles.

## Suggestions:

- Make sure all words are spelled correctly.
- Try different keywords.
- Try more general keywords.
- Try your query on the entire web.

Google Home - About Google - About Google Scholar



Tip: Try removing quotes from your search to get more results.

Your search - "dynamic distortion" + "transparent body" - did not match any articles.

## Suggestions:

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- Try more general keywords.
- Try fewer keywords.
- Try your query on the entire web.

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"dynamic distortion" + "eye point"

Search

Advanced Scholar Search Scholar Preferences Scholar Help

### Scholar

Results 1 - 4 of 4 for "dynamic distortion" + "eye point". (0.06 seconds)

Tip: Try removing quotes from your search to get more results.

# An Analytic Comparison of α-False Eye Separation, Image Scaling and Image Shifting in Stereoscopic ...

Z Wartell, LF Hodges, W Ribarsky - IEEE Transactions on Visualization and Computer Graphics, 2002 - gvu.gatech.edu

... s physical display surface in the virtual world. View placement does not refer to eye point locations because in a HTD the user's ...

Cited by 2 - View as HTML - Web Search - smartech.gatech.edu - gvu.gatech.edu - smartech.gatech.edu

## Characterizing Image Fusion Techniques in Stereoscopic HTDs

Z Wartell, LF Hodges, W Ribarsky - PROC GRAPHICS INTERFACE. pp. 223-232. 2001, 2001 - graphicsinterface.org

... View placement does not refer to **eye point** locations because in a HTD the user ... of the stereo and motion parallax is consistent with a **dynamic distortion** of the ... Cited by 1 - View as HTML - Web Search - graphicsinterface.org - portal.acm.org - csa.com - all 5 versions »

# A geometric comparison of algorithms for fusion control in stereoscopic HTDs

Z Wartell, LF Hodges, W Ribarsky - IEEE Transactions on Visualization and Computer Graphics, 2002 - doi.ieeecs.org

... View placement does not refer to **eye point** locations because, in an HTD ... case, eye separation and image scaling both have fewer **dynamic distortion** artifacts than ... Cited by 4 - Web Search - doi.ieeecomputersociety.org - smartech.gatech.edu - portal.acm.org - all 11 versions »

# STEREOSCOPIC HEAD-TRACKED DISPLAYS: ANALYSIS AND DEVELOPMENT OF DISPLAY ALGORITHMS

A Thesis, ZJ Wartell, IP Fulfillment - smartech.gatech.edu
... View placement does not refer to eye point locations because in a HTD the user's head position is a physical parameter controlled by the user and is ...

View as HTML - Web Search - gvu.gatech.edu - gvu.gatech.edu

"dynamic distortion" + "eye point" Search

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distortion simulation "Asahi Glass Company"

Search

Advanced Scholar Search Scholar Preferences Scholar Help

#### Scholar

Results 1 - 4 of 4 for distortion simulation "Asahi Glass Company". (0.01 seconds)

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#### C-CONTAINER GLASS

PS FLEXIBILITY, E DIGEST, TD IN, CB FEM, M RESULTS ... - britglass.co.uk ... C 2153 A NUMERICAL **SIMULATION** OF THE ROLL-ON-PILFER-PROOF (ROPP) PROCESS ON A GF305 THREAD A YOXALL ET AL UNIVERSITY OF SHEFFIELD GLASS TECHNOLOGY 43 3 JUNE/02 ... View as HTML - Web Search - britglass.org.uk

### TO-LO Splitting in Infrared Spectra of Thin Films

K Yamamoto, A Masui - Applied Spectroscopy, 1996 - ingentaconnect.com ... and AKIO MASUI Research Center, **Asahi Glass Company**, Ltd., 1150 ... The origin of the **distortion** may be ... using complex refractive indices and spectral **simulation**. ... Web Search - ingentaconnect.com - adsabs.harvard.edu

## reflection spectra with perpendicular polarization

K Yamamoto, A Masui, H Ishida - APPLIED OPTICS, 1994 - aoot.osa.org ... spectroscopies by the use of spectral simulation and the ... 7 - 1 'Because the distortion of the ob ... is with the Research Center, Asahi Glass Company, Ltd., 1150 ... Cited by 1 - Web Search - ao.osa.org - aoot.osa.org - adsabs.harvard.edu - all 5 versions »

# Microsystems Research and Development in Japan Site Reports

M Allen, A Berlin, E Hui, D Monk, K Najafi, M ... - wtec.org
Page 1. Microsystems Research and Development in Japan Site Reports R. Howe (chair)
M. Allen A. Berlin E. Hui D. Monk K. Najafi M. Yamakawa January 14, 2002 ...
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distortion simulation "Asahi Glass Co

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simulation eyes "dynamic distortion"

Search

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#### Scholar

Results 1 - 9 of 9 for simulation eyes "dynamic distortion". (0.25 seconds)

Did you mean: simulation eye's "dynamic distortion"

## Characterizing Image Fusion Techniques in Stereoscopic HTDs

Z Wartell, LF Hodges, W Ribarsky - PROC GRAPHICS INTERFACE, pp. 223-232, 2001, 2001 graphicsinterface.org

... simulation of depth of field as the user fixates on different ... p Eyes Virtual Point hya L R ... and motion parallax is consistent with a dynamic distortion of the ...

Cited by 1 - View as HTML - Web Search - graphicsinterface.org - portal.acm.org - csa.com - all 5 versions »

# techno log^ Conference

RE Barrette, A Morris, J Baribeau, CAEE Ltd, C ... - pdf.aiaa.org ... AlAA Flighk Simulation te techno log^ Conference July 22 ... brightness projection CRT's with dynamic distortion correction to ... the pilot 's eyes cannot simultaneous ... Web Search

# An Analytic Comparison of α-False Eye Separation, Image Scaling and Image Shifting in Stereoscopic ...

Z Wartell, LF Hodges, W Ribarsky - IEEE Transactions on Visualization and Computer Graphics, 2002 avu.aatech.edu

... more displays. The tracking device determines the positions of the user's head and/or eyes and ... the distance of the user's eyes to the display surface ... Cited by 2 - View as HTML - Web Search - smartech.gatech.edu - gvu.gatech.edu - smartech.gatech.edu

# A geometric comparison of algorithms for fusion control in stereoscopic HTDs

Z Wartell, LF Hodges, W Ribarsky - IEEE Transactions on Visualization and Computer Graphics, 2002 doi.ieeecs.ora

... by coloring the true eyes dark blue and modeled eyes light blue. ... case, eye separation and image scaling both have fewer dynamic distortion artifacts than image ... Cited by 4 - Web Search - doi.ieeecomputersociety.org - smartech.gatech.edu - portal.acm.org - all 11 versions »

#### Virtual environments and environmental instruments

SR Ellis - Simulated and Virtual Realities, 1995 - hitl.washington.edu

... For example, though our eyes provide us only with ... simulation is crucial for a complete simulation of an ... simulator can be used as a dynamic distortion to create ... Cited by 8 - View as HTML - Web Search - portal.acm.org

# A system for automatic electrical and optical characterization of microelectromechanical

DJ Burns, HF Helbig - Journal of Microelectromechanical Systems, 1999 - ieeexplore.ieee.org ... Eyes/RT Mono AT card) so that micrographic images (up to 512 485 pixels) can ... The selectivity of the blur-simulation technique for iden-tifying the best motion ... Cited by 9 - Web Search - dx.doi.org - ieeexplore.ieee.org

# Also in this issue: Proton Radiography as a Stockpile Stewardship Tool Creating the Stuff of

L Livermore, L Livermore - Ilnl.gov

... Terascale supercomputers are the springboard to a new level of environmental simulation of natural events. ... A simulation might take hours or even days to run. ...

#### View as HTML - Web Search

# Admissibility in Blind Adaptive Channel Equalization

C Richard Johnson Jr - IEEE Trans. on Control Systems, 1991 - ieeexplore.ieee.org ... The labeling of this dynamic distortion phe-nomenon as inlersymbol interference can be related to a difference equation description of the channel dynamics ... Cited by 21 - Web Search - ieeexplore.ieee.org - csa.com

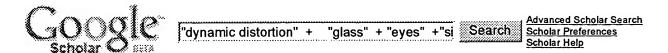
# STEREOSCOPIC HEAD-TRACKED DISPLAYS: ANALYSIS AND DEVELOPMENT OF **DISPLAY ALGORITHMS**

A Thesis, ZJ Wartell, IP Fulfillment - smartech.gatech.edu ... al. [Dav95]. In order to "look" at a particular point on an object in space, a human's eyes must rotate to look toward the ... <u>View as HTML</u> - <u>Web Search</u> - <u>gvu.gatech.edu</u> - <u>gvu.gatech.edu</u>

Did you mean to search for: simulation eye's "dynamic distortion"

simulation eyes "dynamic distortion" Search

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Scholar Results 1 - 3 of 3 for "dynamic distortion" + "glass" + "eyes" + "simulation". (0.07 seconds)

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#### Virtual environments and environmental instruments

SR Ellis - Simulated and Virtual Realities, 1995 - hitl.washington.edu ... For example, though our eyes provide us only with a fleeting series ... Through the Looking-Glass ... up of a simulator can be used as a dynamic distortion to create ... Cited by 8 - View as HTML - Web Search - portal.acm.org

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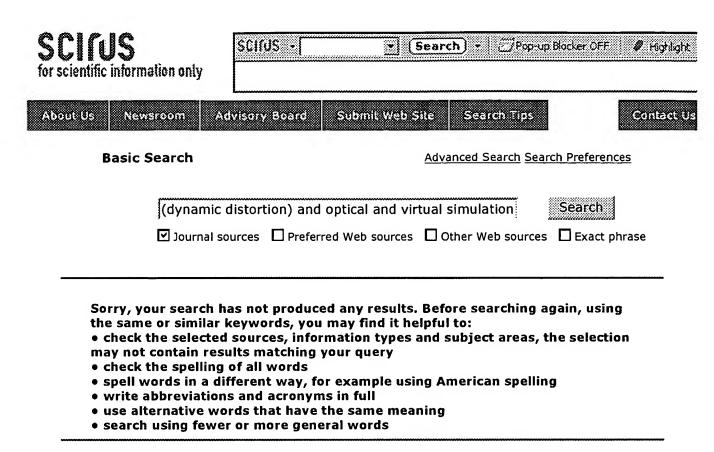
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1	INZZ	dynamic ADJ distortion	unrestricted	102	show titles
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4	INZZ	3 AND dynamic	unrestricted	4	<u>show titles</u>
5	INZZ	3 AND distortion	unrestricted	0	-
6	INZZ	3 AND glass	unrestricted	3	show titles
7	INZZ	3 AND simulation	unrestricted	3	show titles
8	INZZ	3 AND virtual	unrestricted	0	-
9	INZZ	3 AND optic\$	unrestricted	51	<u>show titles</u>
10	INZZ	9 AND (simulation OR model\$)	unrestricted	4	show titles

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	whole document	*	0	
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Classification codes A: Physics 8				

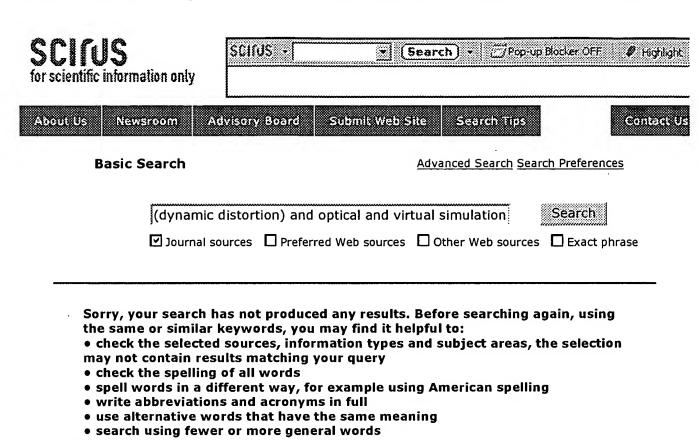
(dynamic distortion) and optical and virtual simulation results on scirus.com, for scientifi... Page 1 of 1



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	Туре	Ref #	Hits	Search Text
1	BRS	S92	688	345/619.ccls.
2	BRS	S93	10	345/619.ccls. and (blocks same signals)
3	BRS	S94	4	345/619.ccls. and (blocks same signals) and channels
4	BRS	S95	40	345/621.ccls.
5	BRS	S96	0	345/621.ccls. and (blocks same signals) and channels
6	BRS	S97	17	(dynamic adj perspective)
7	BRS	S98	0	(dynamic adj perspective) near transparent
8	BRS	S99	0	(dynamic adj perspective) same transparent
9	BRS	S100	4	(dynamic adj perspective) and transparent
10	BRS	S101	0	(dynamic adj perspective) same distortion
11	BRS	S102	1	(dynamic adj perspective) and distortion
12	BRS	S103	1	(dynamic adj perspective) same optical
13	BRS	S104	0	(dynamic adj perspective) and (transparent adj body)
14	BRS	S105	0	(dynamic adj perspective) and (transparent adj body)
15	BRS	S106	25	(3-D same curved same body)
16	BRS	S107	16	(3-D same curved same body) and (model or simulation)
17	BRS	S108	690	(windshield same (model or simulation))
18	BRS	S109	6	(windshield same (model or simulation)) and (refractive same eye)
19	BRS	S110	1	(windshield same (model or simulation)) and (refractive same eye) and grid
20	BRS	S111	134	359/868.ccls.
21	BRS	S112	9	359/868.ccls. and simulation
22	BRS	S113	0	359/868.ccls. and simulation and predetermine
23	BRS	S114	9	359/868.ccls. and simulation
24	BRS	S115	44	359/868.ccls. and correct\$
25	BRS	S116	18	359/868.ccls. and (correct\$ same curve\$)
26	BRS	S117	988	703/2.ccls.
27	BRS	S118	0	703/2.ccls. same optical
28	BRS	S119	231	703/2.ccls. and optical
29	BRS	S120	10	703/2.ccls. and optical and (refractive)
30	BRS	S121	53	703/2.ccls. and optical and (evalu\$ same points)
31	BRS	S122	27	703/2.ccls. and optical and (evalu\$ same points) and curve
32	BRS	S123	0	703/2.ccls. and optical and orthoganal
33	BRS	S124	50	703/2.ccls. and optical and orthogonal
34	BRS	S125	13	703/2.ccls. and optical and orthogonal and grid
35	BRS	S126	3	703/2.ccls. and windshield
36	BRS	S127	2	(windshield and correct\$).ti.
37	BRS	S128	2	(windshield and correct\$).ti. and correct\$ and points
38	BRS	S129	2	(windshield and correct\$).ti. and correct\$ and points
39	BRS	S130	1	(windshield and eval\$).ti.
40	BRS	S131	0	"356"".""615".ccls.
41	BRS	S132	210	356/615.ccls.
42	BRS	S133	93	356/615.ccls. and errors
43	BRS	S134	22	356/615.ccls. and errors and evalu\$
44	BRS	S135	0	356/615.ccls. and errors and evalu\$ and eye
45	BRS	S136	6	356/615.ccls. and errors and virtual



reference grid design errors eyes dynamic virti

Search

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## Scholar Results 1 - 10 of about 12 for reference grid design errors eyes dynamic virtual "windshield" -20

#### **ARL**

EOFFOF REFERENCE, VC ON, M DISPLAYS - aviation.uiuc.edu ... for HMDs The challenge in the **design** of helmet ... 2. Frame of **Reference** (FOR) Previous research with head ... images was greatest, thus resulting in estimation **errors**. ... View as HTML - Web Search - humanfactors.uiuc.edu

#### An exploration of virtual auditory shape perception

AJ Hollander - 1994 - nml.cult.bg
... Design.....63 ... any errors ... that reference ...
Cited by 9 - View as HTML - Web Search - hitl.washington.edu - hitl.washington.edu

# <u>Assessment of Emerging Educational Technologies That Might Assist and Enhance School-to-</u>Work ...

C Dede, M Lewis - Washington, DC: National Technical Information Service, 1995 - virtual.gmu.edu ... 3 on page 25 is also a useful overview **reference**. ... Given the nature of their **design** as "tools" for ... work more mechanical—the person becomes the **eyes**, arms, and ... Cited by 10 - View as HTML - Web Search - virtual.gmu.edu

#### Sensitive Geometry

B Kusserow - damrau-kusserow.de ... a single point from which his painting must be viewed [...] that no **errors** resulted from ... Their **design** is controlled inside the allocentric **reference** frame. ... <u>View as HTML - Web Search - damrau-kusserow.de</u>

#### Control of Space Vehicle Attitude

WGE JR - pdf.aiaa.org
... is the location of the pilot's eyes at distance ... control, the matter of hand-controller design\*\* is independent ... he wants to point at the reference star, with ...
Web Search

#### Interactive augmented reality

JR Vallino, PCM Brown, NY Rochester - 1998 - se.rit.edu ... 14 Figure 11 - Engineering **design** using an ... The observer is more sensitive to these **errors** (Azuma 1993 ... the relationship between the frames of **reference** for the ... Cited by 14 - View as HTML - Web Search - historical.ncstrl.org - urresearch.rochester.edu - dspace.lib.rochester.edu - all 6 versions »

# <u>I20 IEEE TRANSACTIONS ON SYSTEMS. MAN, AND CYBERNETICS, VOL. 24, NO. I, JANUARY 1994</u>

IV TABLE - ieeexplore.ieee.org

... the pilot's eye, and the collimating system **design**. ... However, slaving system **errors** will be experienced by the ... these points in the moving **reference** frame of ... <u>Web Search</u>

The effects of display location and dimensionality on taxiway navigation
JW Lasswell, CD Wickens, M Field, CACN NAG - 1995 - aviation.uiuc.edu
... or from a more world-oriented frame of **reference**. ... near and far domain also requires the **eyes** to refocus. ... very few have carefully controlled the **design** to allow ...

#### Cited by 13 - View as HTML - Web Search

### **Executive summary**

S Term, L Term, OO Production, OO Production, PS ... - ntl.bts.gov ... 4.3.2 **Design** and develop measures of safety performance. ... there is no reasonable way to eliminate **errors** altogether. ... is needed to act as the **reference** for the ... Cached - Web Search - atsdr1.atsdr.cdc.gov - archive.ala.org - briankboyd.com - all 10 versions »

#### umtri

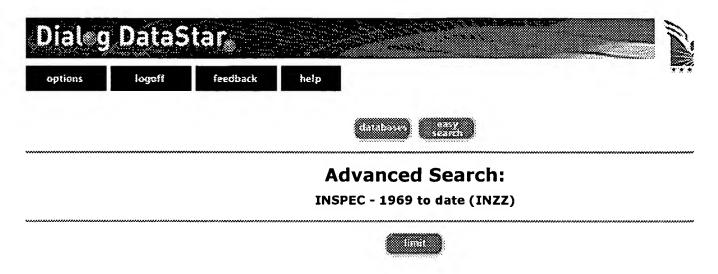
H Yoo, O Tsimhoni, H Watanabe, P Green, R Shah - www-personal.engin.umich.edu ... Abstract To **design** automotive head up displays, the extent to which ... were the response times and number of **errors** for each ... a HUD on a 3 row by 5 column **grid**. ... <u>View as HTML</u> - <u>Web Search</u> - <u>umich.edu</u> - <u>umich.edu</u>

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Search history:

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1	TN77	automotive SAME windshield SAME distortion	unrestricted	0	-

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Publication year  Classification codes A: Physics, 0-1  Classification codes A: Physics, 2-3  Classification codes A: Physics, 4-5  Classification codes A: Physics, 6	
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Classification codes A: Physics, 4-5 Classification codes A: Physics, 6	
Classification codes A: Physics, 6	
390	
Classification codes A: Physics, 7	
Classification codes A: Physics, 8	
Classification codes A: Physics, 9	
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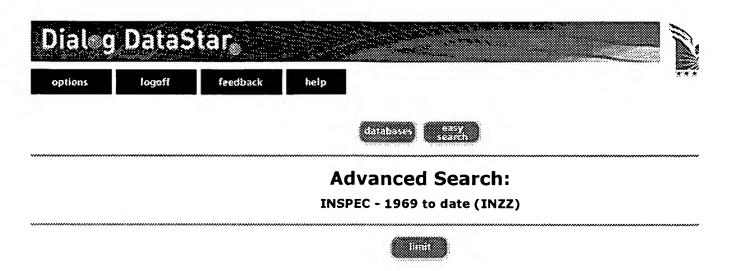
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search



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1	INI	automotive SAME windshield SAME distortion	unrestricted	0	-
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<b>,</b>		
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Classification codes A: Physics, 2-3		
Classification codes A: Physics, 4-5		
Classification codes A: Physics, 6		
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Classification codes A: Physics, 8		
Classification codes A: Physics, 9		
Classification codes B: Electrical & E	Electronics, 0-5	
Classification codes B: Electrical & I	Electronics, 6-9	
Classification codes C: Computer &	Control	
Classification codes D: Information	Technology	
Classification codes E: Manufacturin	na & Production	